## Audio::Renderer + Renderer() + ~Renderer() + getSound() + owns() + attach() + attach() + detach() + detach() + setMeterDistance() + getMeterDistance() and 6 more... Audio::OpenALRenderer # data + OpenALRenderer() + ~OpenALRenderer() + getSound() + owns() + attach() + attach() + detach() + detach() + setMeterDistance() + setDopplerFactor() + setOutputFormat() + beginTransaction() + commitTransaction() # checkContext() # initContext() # setupDopplerEffect() Audio::BorrowedOpenALRenderer + BorrowedOpenALRenderer() + ~BorrowedOpenALRenderer()

+ setOutputFormat()
# checkContext()